

THE WORLD'S **ONLY** MAGAZINE FOR HAND-HELDS!

ISSUE 23 SEPT 1993



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EXCLUSIVE



PREVIEW!

FALCON

**COME FLY WITH
ME ON GT!**

**ECCO THE
DOLPHIN!**
**MEGADRIVE-TO-GG
EXCLUSIVE!!**

INSIDE

**DOUBLE DRAGON ● FIRE FIGHTER ● TECMO WORLD
CUP SOCCER ● TOP RANKING
TENNIS ● DR FRANKEN 2 AND MUCH MORE!**

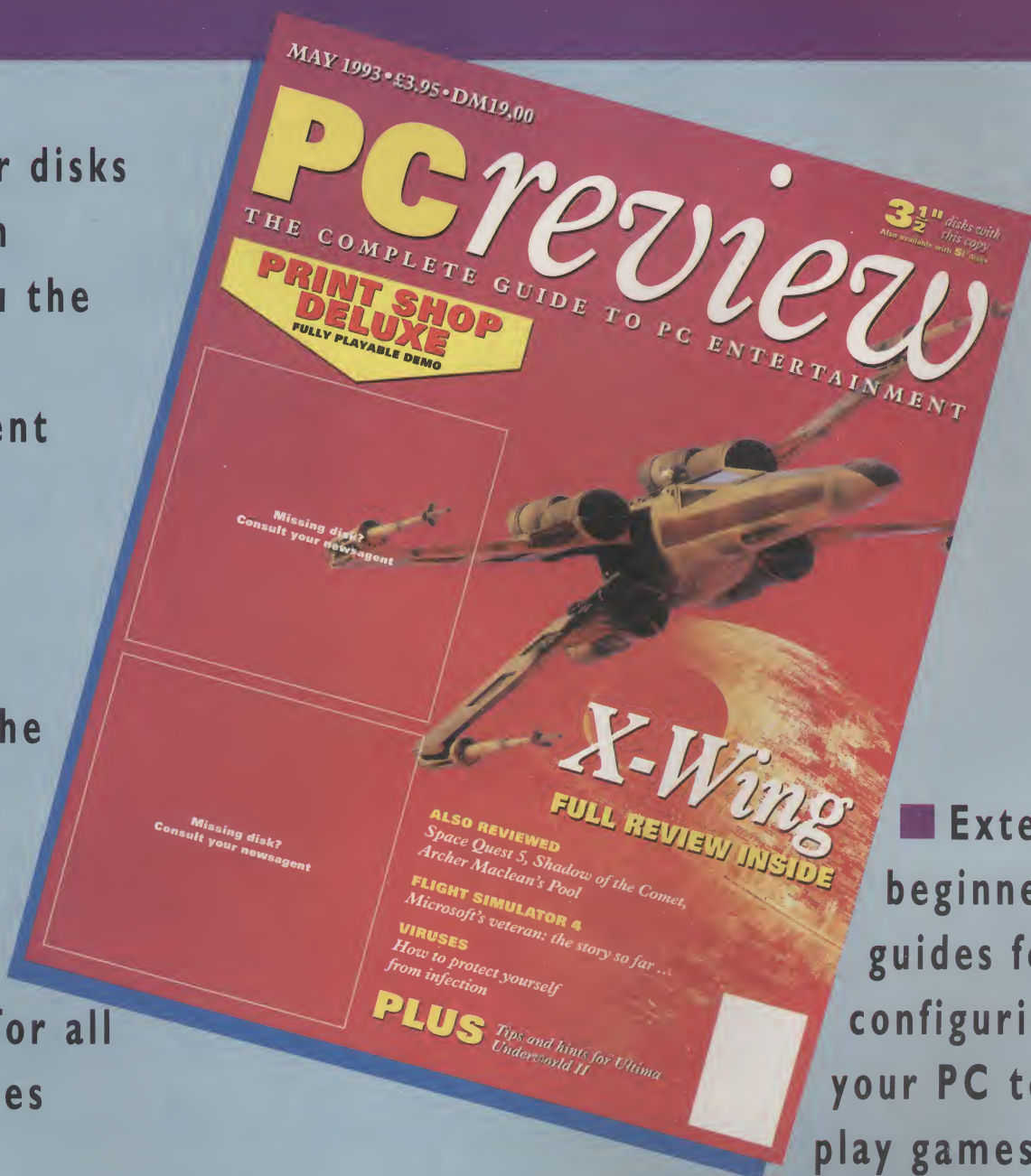
GAME BOY GAME GEAR LYNX GT

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Well howdy doody! It's that hot and hellish hand-held time again, as GO! launches forth with yet another vast array of portable perfection! You wouldn't believe the top titles we've got in store for you this time around – actually, you probably would; after all, when don't we deliver the goods?

The tiny treats to tantalise you this month include the excellent GT version of number one flight sim Falcon, spooky spills and thrills on Game Boy Dr Franken 2, and ouch! hot exclusives on Game Gear Ecco The Dolphin and Jurassic Park! Kerrumbs, as you might say.

So let us sally forth into the topsy-turvy, totally crazy world of hand-held video games – and hey; be careful out there. Bye!!!

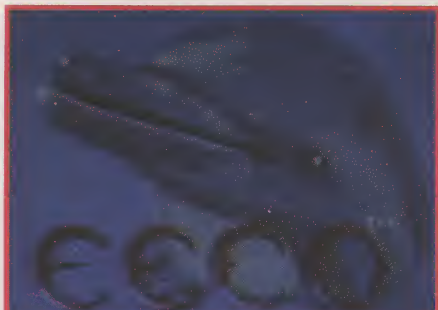
PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 23 SEPT.

6 ECCO THE DOLPHIN

The Game Gear gets its own dose of fishy fingers as the Megadrive splash-hit dolphin game comes to your hand-held. Can it match the original? Find out here!



Ecco's made it to the Game Gear – and he's brilliant! Check out his antics on page 6!

19 JURASSIC PARK

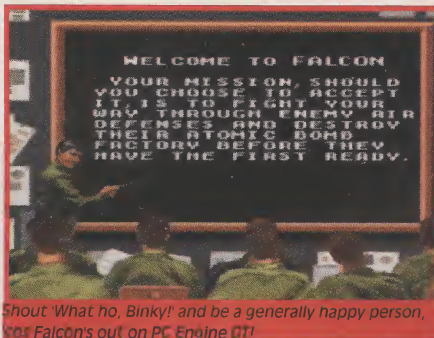
You've eaten the biscuits, broken the toys and possibly even seen the film. Now find out what the Game Gear version of the game is like in our top exclusive preview.

20 TOP RANKING TENNIS

Wimbledon may have passed with its fair share of drama and lack of British success; now's your chance to become a Sampras beater on your Game Boy!

22 FALCON

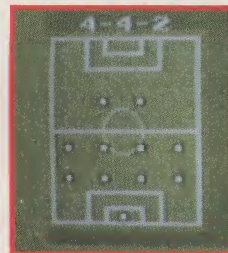
Forget all those Tom Cruise wannabe RAF bods, you can take to the skies and see some real action on your GT in this totally awesome flight sim!



Shout 'What ho, Binky!' and be a generally happy person, 'cos Falcon's out on PC Engine GT!

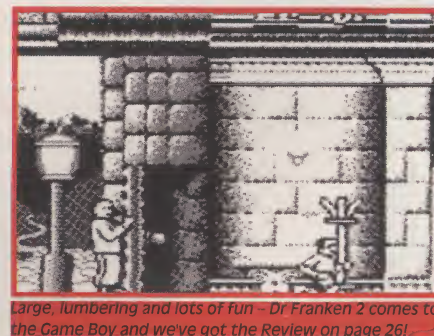
24 TENGEN WORLD CUP SOCCER

All the thrills and spills of the World Cup come to your Game Gear. Finally, you can take revenge on all those lesser nations who laugh when they wallop our lads.



26 DR FRANKEN 2

He's spooky, he's seven foot tall, he has a flat head and his electricity's about to be cut off. Only you can save mild-mannered Frankie from the wrath of the LEB.



Large, lumbering and lots of fun – Dr Franken 2 comes to the Game Boy and we've got the Review on page 26!

8 FIRE FIGHTER

Sick of watching Bayleaf and the lads battle infernos on TV? Now's your chance to become an ace Kurt Russell-type firefighter without even singeing your eyebrows.

10 DOUBLE DRAGON

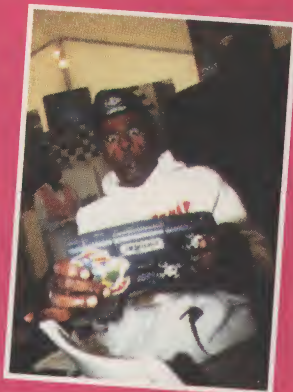
Last month it was Streets Of Rage 2 kicking ass on the Game Gear, this time it's the turn of Billy Lee in Double Dragon. Who's the hardest? This is where you'll find out.

EDITOR: Paul Rand ART EDITOR: Julie Heap THE LADZ: Paul Anglin Gary Whitta Steve Keen Garth Sumpter AD EXEC: Zoe Walker PRODUCTION ASSISTANT: David Nye PRODUCT MANAGER: Sarah 'Giday' Hillard MANAGING EDITOR: Steve James REALLY FUNNY GUY AND SHAPELY WITH IT: Garry Williams MANAGING DIRECTOR: Terry Pratt PRINTED IN THE UK BY: Kingfisher Web COLOUR BY: PrePress, London EC1 GO! EDITORIAL AND ADVERTISING BISTRO: GO! Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6701 HANDY TIP: Throw all Macs in the bin immediately COPYRIGHT WARNING: Go on, we dare you.

NEWS

HAND-HELD CELEBRITY SHOTS VOL 387

Regular watchers of the rather sad Dance Energy programme on BBC 2's DEF II, will recognise this somewhat unfortunate individual as the one and only host of said programme, Normski. GO! can exclusively reveal that between filming the "ever-popular" dance show, Normski loves nothing more than to have a quick blast on his Game Gear. We don't quite know what cart he is currently indulging in, but as the man himself would say, it's probably something really whizzin' skillin' chillin' millin' happenin' sorted! Yes, well.



BUBBLE O-SEVEN

Calling all fish lovers! James Pond II - Robocod is on its way to your Game Gear very soon indeed, courtesy of those rather lovely and great chaps at US Gold. The game has been around for a while now, having enjoyed success on the Amiga and Megadrive. Most of you are no doubt familiar with the plot, so there should be a few sweaty palms out there at this very moment.

The game is 99% finished and US Gold have it scheduled for an October release, as you can see, it's looking rather smart. All of the original features have been kept in and it should be stonking when we finally get our mitts on it. Keep a very close eye on this one.



Nintendo

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...is K



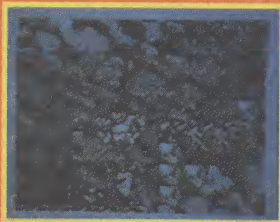
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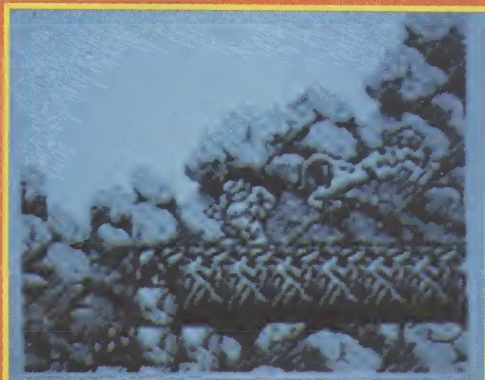
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JURASSIC PARK 2?



Do any of you remember that game-making package for the Amiga, by the name of AMOS? Yes? Well then, you may remember Prehistorik, the game that was created using that very system. When it was released on the Amiga a couple of years ago, Prehistorik shifted a fair few units, and since then Game Tek has moved into the console arena and have picked up the Game Boy rights! Taking control of the Prehistorik Man (which, incidentally, is the new name of the game), you must wade through the platform-based levels, beating up dinosaurs and fighting to get to your girl, who has been kidnapped by the evil dinosaur king. The basic formula of the game seems to have stayed

intact and it should be quite a hoot when we finally get it in. Watch the pre-views section for more details as they appear.

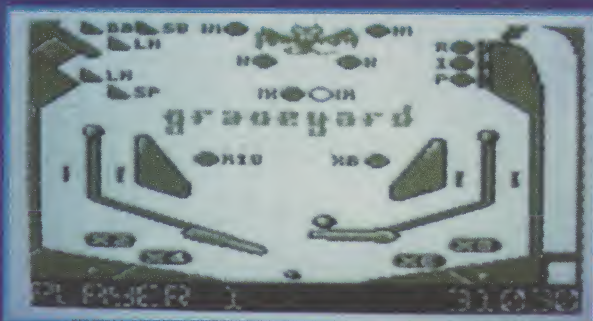


DREAMS ARE A LOAD OF BALLS



A lot of you hand-held fans out there may not be familiar with the brilliance of Pinball Dream. That's because it was only released on Amiga. Since its

release last year, Pinball Dreams has gone on to absolutely rake in the cash for creators 21st Century and has also been acclaimed as one of the best pinball sims on the Amiga - and now it's on the Game Boy! As you can see from the shots, it's looking pretty smart and by the time it hits the GO! offices in a month or so, you can bet we'll all be gibbering wrecks!



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★ "Tipped to be the hot new video game stars this summer" *GB Action*

★ "What a guy, what a game!" *Game Zone*

★ "Top marks... the business... If you like Mario, you'll love Asterix" *C & VG*

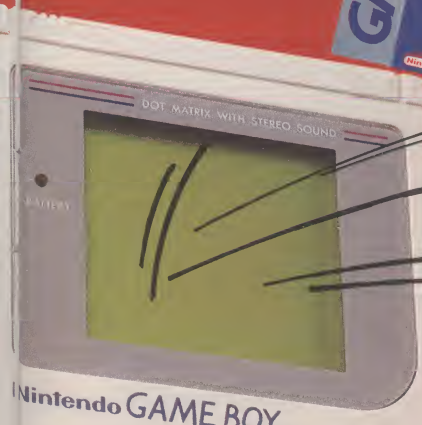
★ "9/10 lastability... a tickly, yet tough challenge deemed to last"

GB Action

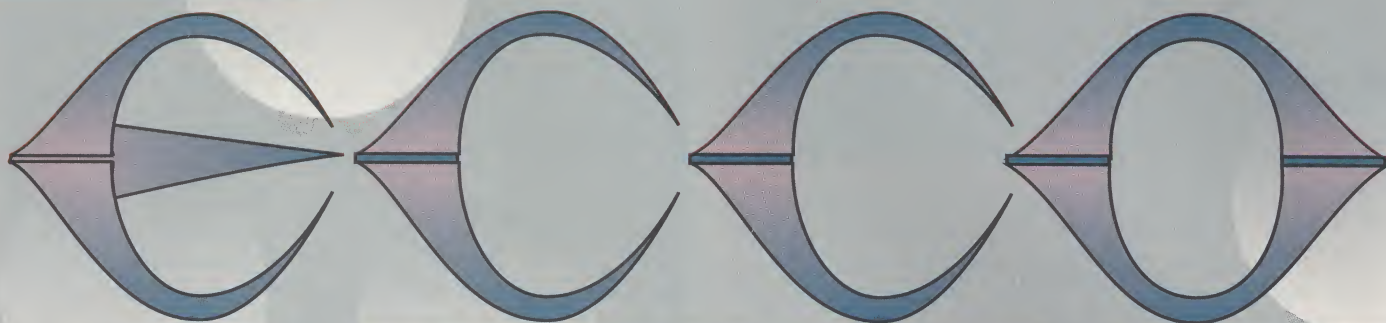


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Stena Seafair



REVIEW



Oh, to be a dolphin. Splashing about in *The Big Blue*, eating fish and generally having a good old time when the tuna fishermen haven't got their nets out. Today, though, isn't the best time ever. For some strange reason, all of Ecco the dolphin's fishy friends have been sucked into the sky, leaving him all alone in the water. Ecco's task is a simple one; find out where his chums have disappeared to then get them back. Wait a minute...did we say simple? Doh!

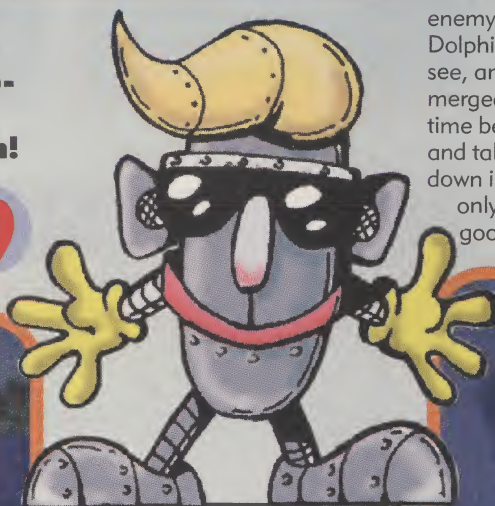


DENIZENS OF THE DEEP

You'd think that, disregarding those foreign people in boats with big harpoons, a dolphin would be pretty much without enemies. After all, with those big, soppy smiles and everything, what self-respecting creature of the deep would want to harm a poor little dolphin? A stack of 'em, as it happens. Ecco's principal enemies are jellyfish, which sting our hero into submission. Deadly piranha fish patrol some parts of the ocean, as do giant crabs and octopi. But Ecco's most dangerous enemy is air – or lack of it. Dolphins need to breathe, you see, and Ecco can only stay submerged for a limited amount of time before he has to surface and take in oxygen. And if he's down in the murky depths with only half a unit of air left, it's goodbye Ecco.



GAME GEAR £29.99
BY SEGA



Want to see a Megadrive-to-Game Gear conversion that looks and plays so much like its 16-bit daddy you simply won't believe it? Enter stage left, Ecco The Dolphin! This is a stunning conversion, featuring almost every single detail of the original game. It's a smashing cart that'll have you hooked right through to the end – get it NOW!

PAUL RAND



Aieee! Sucked into space!

See the little fishy!



You'll believe a dolphin can fly!

SEA SPEED

Shove Ecco on dry land and he wouldn't be much cop. In fact, he'd die in a very short time. But stick him in the water and he's like a, erm, fish in water. He's a manoeuvrable soul, and can dodge and weave his way around most obstacles. And the best bit about him is that, when he needs a burst of power, by pressing the A button you can make Ecco zip around in a blur of speed!

WET AND WILD!

Although Ecco's a friendly old soul, he's no vegetarian and has no qualms about eating his fishy pals – just use the A button to speed toward a fish, which will be swallowed on contact with his nose. One fish equals one unit of energy, and as contact with a baddy takes away half a unit, and you have a maximum of five, you want to hope the French haven't been in and nicked all the fish.

SONGS OF AN ORCA
ARE HEARD FROM
THE SMALL MAZE
OF CAVERNS

Pity you can't hear them, really.

CLEVER ECCO

We've all heard about the vast brains and great intelligence of dolphins. Or is that whales? Anyway, Ecco is no thickie who just does cartwheels in the air, although he can certainly perform one or two smart aerial moves. He can also solve basic problems which would foil lesser creatures such as sharks or Anglin. For instance, there's a small passageway full of spiky coral which Ecco must traverse, but can't until the coral is crushed. What he must do is swim round an earlier channel, dislodge a rock and push it through the passage, smashing the coral and opening a new part of the level!

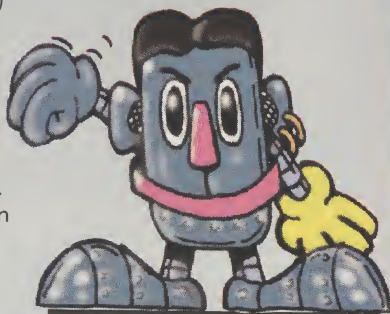
Take in some air in the maze of underground caves.

Jings! Jellyfish japery!

CRYSTAL QUIZ

While going about your under-sea business, there's a definite chance that you'll come across one or several large crystals, lurking within nooks and crannies. These are special crystals which, when you fire your sonar squawk at them (press START) they relay information back to you. What we want to know is, where did they come from. Three theories have surfaced:

1. They have been there since the dawn of time; an eighth wonder of the world, if you will.
2. Many centuries ago, an alien race decided to colonise earth. Dolphins are the descendants of these other-world beings, and the crystals are an alien version of the telephone.
3. Some big boys put them there and ran away.



“ Ecco The Dolphin was one of the best original Megadrive games ever, and this Game Gear conversion is just amazing! Practically nothing's been left out (except the map screen, unfortunately) and the graphics are excellent – particularly Ecco himself. A must for all GG owners.”

GARY WHITTA

Push the block to crush the coral.

Cripes! A friendly killer whale.

9	8	93 OVERALL
LOOK	SOUND	
9	9	
FEEL	VALUE	

FIRE FIGHTER

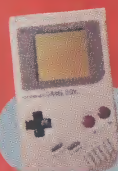


The title screen. Of course.



Eric the fireman has his work cut out for him today. Fires have broken out all over Teeny Weeny City, and Eric's the only one with the training and flameproof underpants needed to put them out! Ten major blazes will have to be doused and the helpless civilians trapped inside the buildings saved before the city can rest easy again.

Put on your boots! Grab your hose! Get in the fire engine and go! Ten burning buildings are just itching to be given a good soaking, and you're going to have to rely on all your platform and arcade adventure skills to get the job done.

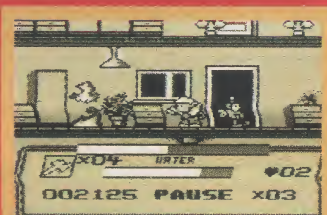


**GAME BOY
BY MINDSCAPE**

£24.99

BURN HOLLY- WOOD BURN

It's a good job Eric can jump, because there are plenty of mobile hazards to avoid. Little balls of flame roll about the place and singe his toes, while each level has its own types of enemy – in the office block on the second level, for example, you have to avoid ringing telephones and manic swivel chairs. Weird. Fortunately there are axes and other handy objects around the place that can be used to smash these offending items to matchwood and earn you a few bonus points into the bargain.



Take out the toy soldier before tending to the fire.

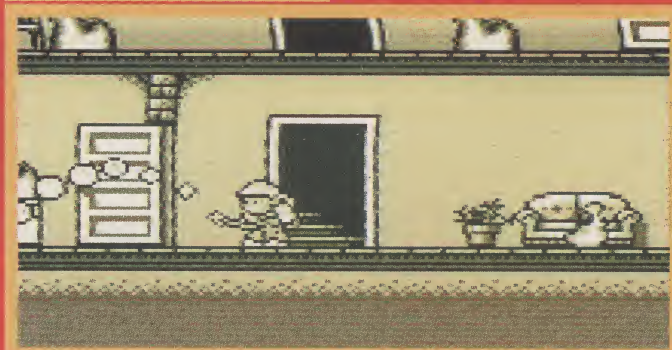


You've got a baby, so rush for the exit!



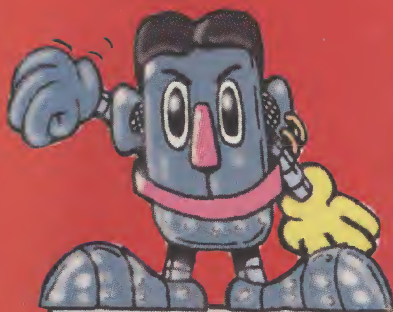
Douse those flames!

Save five kiddies before it's too late!



COME ON BABY, LIGHT MY FIRE

There are ten disaster-stricken levels, including a house, office, factory, wax museum, ship, school and penthouse apartment. They're all multi-storey buildings linked by stairs, lifts and escalators. To complete each one, Eric has to rescue a set number of civilians while keeping the fire under control. Furniture is constantly catching fire around the place, and the only way to put it out is to give it a good soaking. This is no problem for Eric, armed with his trusty hose that spouts great big globules of water, but he has to move fast because as he puts out one fire, there will be others starting elsewhere. A meter shows how serious the fire is getting, and if it reaches a certain point, the blaze goes out of control and it's game over.



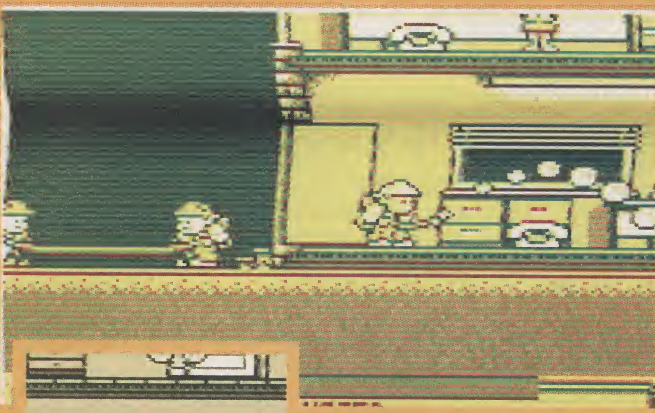
I like *Fire Fighter* lots. It's a very original little game, and it's nice to see a platform game that tries to be a bit different for a change. It's very playable too, with a jolly control mode and nicely balanced gameplay. There's plenty of frantic fun to be had rushing around putting out fires, and then there's the enemies to avoid, the puzzles to solve, the people to rescue... with such a strict time limit set by the fire, the action never lets up, so if you're after a spot of frenetic arcade action, *Fire Fighter* is the one to have.

GARY WHITTA



Watch out for the ringing phones in the burning office.

The fire is worse near the top of the building.



It's quicker by tube.

A NEW FLAME

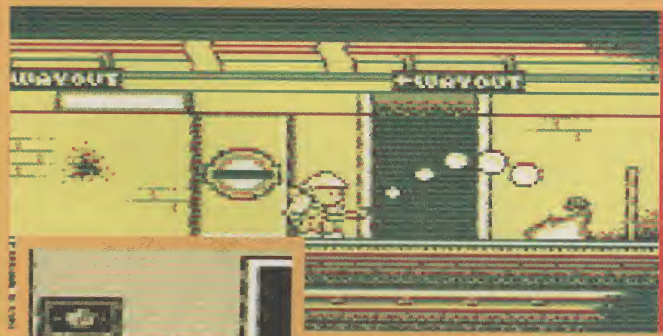
While you're not putting out fires and avoiding those pesky enemies, you really ought to be getting down to the real business of rescuing people. These helpless souls, from babies to mechanics and sailors, need to be found and given the old fireman's lift. Once you've got them, you can either carry them downstairs to the exit, or chuck them out of the window to be caught by your mates outside with the trampoline. This is quicker but more risky. Time is of the essence on the later levels though, where the fire spreads so quickly it's almost impossible to fight it back, so concentrate on just getting the civilians out.

FIVE REASONS NOT TO SET FIRE TO YOUR HOUSE

1. All your games are in there.
 2. You probably won't get on the news for it.
 3. It will annoy the neighbours.
 4. The telly's in there as well.
 5. It isn't big or hard.
- GO! MORAL: Don't try to set fire to your house, kids!

BURNING DOWN THE HOUSE

Things get very tricky on the later levels - look out for a mad arsonist setting fire to the walls in the waxworks, for example. You'll also have to engage a bit of brain power, what with switches and things that need to be sussed out in order to make lifts and electronic doors work. Generally speaking, the life of a fire fighter is not an easy one.



With all that petrol, the garage is a real tinderbox.



8 LOOK	7 SOUND	91 OVERALL
9 FEEL	9 VALUE	

PISTOL-PACK-ING PUGILISTS

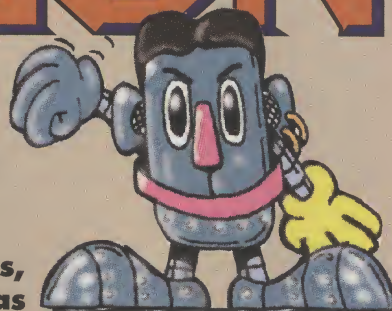
Karate isn't always enough when you're up against waves of armed gangsters, so a little extra help is always welcome. Those clumsy villains have left weapons just lying around on streets, so pick 'em up and give the bad guys a taste of their own medicine!

- Pistol: Effective, with plenty of shots. It takes two hits to down enemies, though.
- Shotgun: Big and powerful. Doesn't last long, though.
- Club: Solid and effective, but it takes too long to swing.

When you pick up one of the guns you can still perform flying kicks, which saves on ammo. However, should you be hit, the weapon flies out of Billy's hand and vanishes a few seconds later.

DOUBLE DRAGON

When gangs of martial arts psychos roam the city streets, who can you call? Well, someone's thumbed through the phone book and come up with Billy Lee, star of the previous two Double Dragon games and all-round good guy. Using his particular brand of karate talents, he's out to purge the streets by kicking in as many heads as possible. Not that he enjoys it, of course. Oh no, not Bill.



Double Dragon has got plenty of action, some fantastic backdrops and sprites and plus many other smart features. A few more moves would have gone down well as Billy is really just limited to flying kicks and punches. A decent game, but compared to SOR2, it just can't match up.

GARY WHITTA

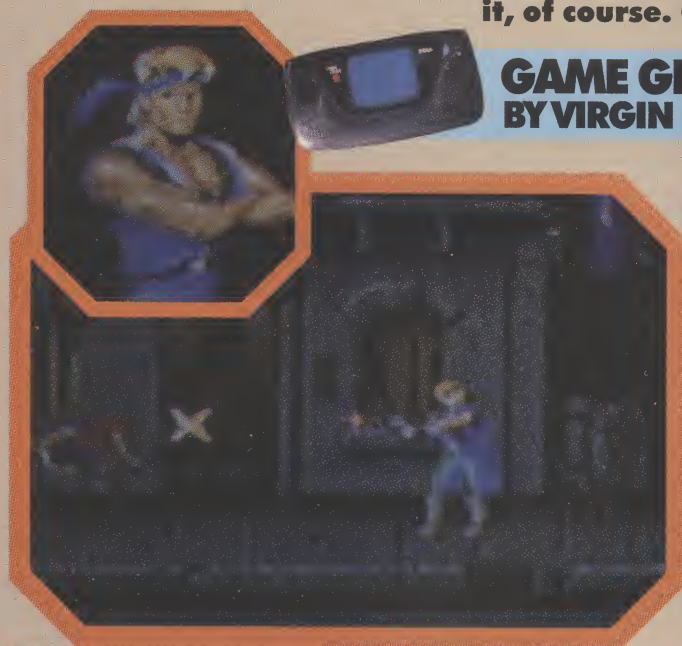
**GAME GEAR
BY VIRGIN**

£29.99

DO YOU WANNA BE IN MY GANG?

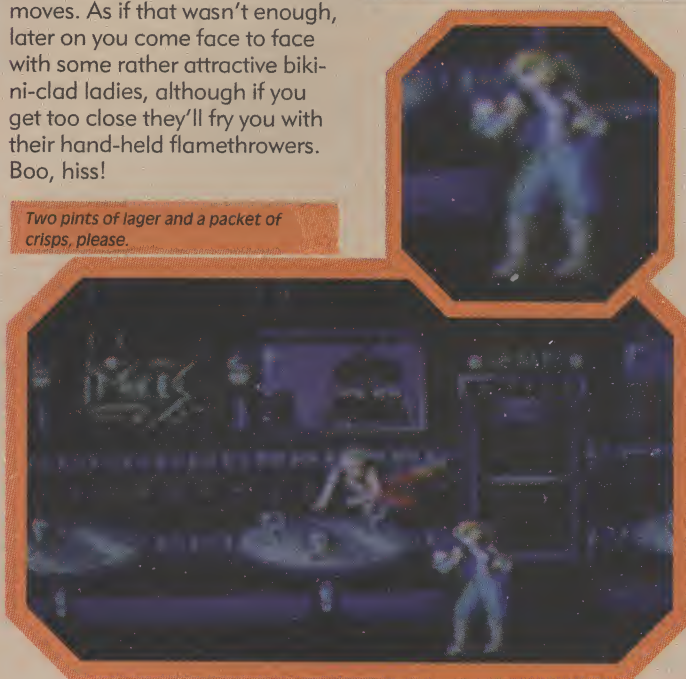
The gang have recruited all sorts of strange people to do their bidding. The bulk of their numbers are made up from aged punks, with green hair and arthritis, who have mastered devastating flying kicks. They've also gotten hold of highly trained ninjas who mix karate with sword play to produce lethal combinations of moves. As if that wasn't enough, later on you come face to face with some rather attractive bikini-clad ladies, although if you get too close they'll fry you with their hand-held flamethrowers. Boo, hiss!

Two pints of lager and a packet of crisps, please.



Oh! That's not fair! Ooyah!

Billy does a Sumo impression.



HIYAAA!

Billy isn't the sort of guy you'd want to pick a fight with, no matter how much fizzy pop you've had. Years of expensive martial arts training have given him the kind of abilities that would have made Bruce Lee hand in his black belt.

Smacking button one really fast unleashes volley after volley of kicks, punches and slaps, while button two executes a devastating high kick. Both together produce a sort of running shoulder barge which flattens the recipient, draining loads of energy from them in the process.

Timing is the key to coming off best in a ruck. You need to move in and unload your punches just after your enemy attacks; this way you usually escape punishment while causing the maximum amount of grief to your foe.



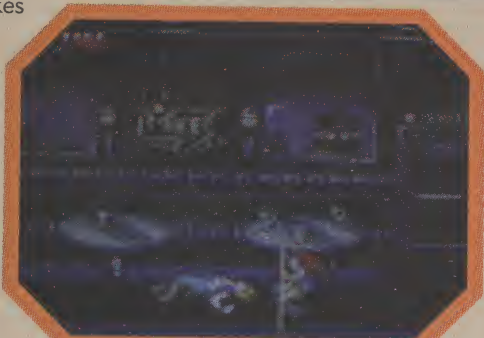
Mummy, I'm frightened!

MEGASTORUS!

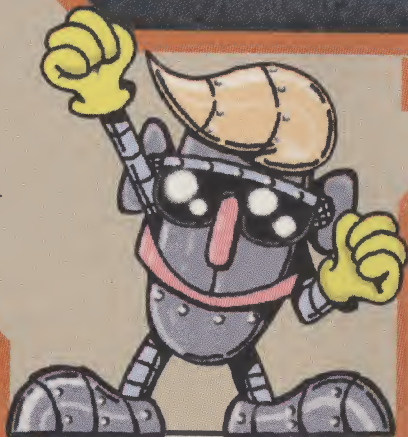
Gone are the days when the rough and tumble of beat 'em ups was confined to streets and seedy little hang-outs. Double Dragon's action takes place in a variety of weird, and frequently rather nice, settings. Car parks, posh restaurants and shopping malls are not exempt from the high-kicking action.

Not being the type of company to miss out on a bit of shameless self-promotion, one stage even takes place in a Virgin Megastore!

Some bits of scenery actually come in quite handy; street signs can be punched at gang members, causing them loads of grief, while beating up mail boxes often reveals extra energy or continues!

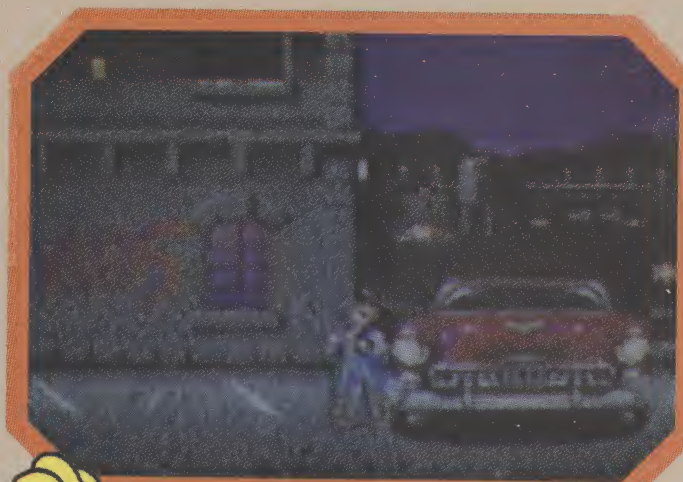


Now that hurt.

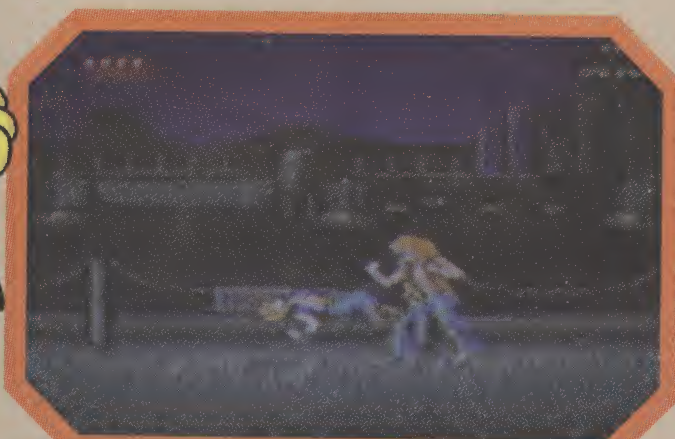


I like the odd bit of beat 'em up action, and Double Dragon fits the bill almost to a tee. Graphics are great, although sprites are a bit iffy sometimes, animation-wise. On the gameplay side, there are few problems, although there's a distinct lack of performable moves. Streets Of Rage 2 is the better of the two, but I still wouldn't discount Double Dragon.

PAUL RAND



Say, that's a nice car. But don't smash it up - it's the end-level boss's!



Billy Lee does a smart levitating trick, much to the amazement of the boss.



Join the club!

BIG BOSS MAN

Lurking at the end of every level is a big boss. These aren't necessarily any more skillful than the minor characters, but they are a lot larger and stronger. Just to make things even more difficult you're not given any weapons in the preceding couple of screens, so you have to face them unarmed! Despite their bulk, the bosses are very quick indeed. Flying kicks are usually a very good way to soften them up, as are low kicks. Punches tend not to be that effective as you need to get in close to use them, an action which usually results in a painful beating.

8 LOOK	7 SOUND	83 OVERALL
7 FEEL	8 VALUE	

MAILBAG



Phew! What a scorcher! There's been no let-up in the tropical weather conditions here at Fortress GO! – we don't know what it's like in whatever sad corner of the world you live in, but it is BLISTERINGLY hot here. The temperature, in fact, is the exact opposite of this month's mailbag – probably the dampest, limpest, soggiest batch of correspondence we've had all year. What's wrong with you people? Has the sun baked your brains or are you just sad and in need of a slap? Something obviously needs to be done to goad some stimulating letters from you, so from next month we're offering a £50 software prize to the sender of the best letter. So get a life and mail us your views! The address is I NOW HAVE A LIFE AND AM QUITE PLEASED ABOUT IT, GO! MAILBAG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Oh, and there might be an extra prize for anyone who can figure out this month's batch of cryptic headlines.

NO WONDER, I FORGOT WHAT I WAS DOING!

Dear **GO!**

Why oh why are hand-held games so expensive? I don't mind forking out cash for a SNES game, which comes in a big beefy box and has loads of graphics and gameplay etc, but why should anyway have to pay up to £30 for a tiny little bit of plastic that contains only tiny useless graphics, tinny sound and, most of the time, awful gameplay? Are we being ripped off or what?

Alan Smith, Cardiff

It's all very well complaining about prices, but bear in mind that just as much work goes into the production of a hand-held game as into a big SNES or Amiga product. When you buy a hand-held cart, you're not just paying for the plastic and cardboard but for all the effort that the development team put in for all those months. We think that you get more than your money's worth out of games like Super MarioLand and Tetris, but like anything you have to steer clear of the rubbish – and that's what GO!'s here for!

I STILL CAN'T GET THE LID OFF THIS JAR

Dear **GO!**

Can you help me with the answers to my small list of hand-held questions?

1. Are there any good sports games for the Game Boy?
 2. Will Arm Champs in the arcades ever be converted for hand-helds?
 3. What are the best ComLynx games?
 4. Who is the female Gobot who introduces Mailbag?
- PS Please answer these questions sensibly, don't muck about like you do with everyone else.

Carol MacPherson, Chelmsford

1. Yes.
2. Don't be ridiculous.
3. Flibble wibble wibble.
4. Why? You love her, don't you.

EVERY TIME I ASKED TO BORROW A HAMMER, HE SAID HE HADN'T GOT ONE

Dear **GO!**

Someone told me the other day that Nintendo is bringing out a TV Tuner for the Game Boy. Is this true, and if so, will I only be able to watch programmes in black-and-white?

Simon Kilvaney, Bootle, Merseyside

Your friend is winding you up. To get back at him, phone his house from a call box somewhere and leave the receiver off the hook when they answer. Then they can't use the phone until someone uses the call box. A great laugh, and excellent for TV Tuner lies revenge.

I THOUGHT YOU SAID WALT

Dear **GO!**

Please please please will you charge me some money for your brilliant mag? It's by far the best thing on the newstands, but I feel so guilty about accepting it totally free with CVG. If you don't start charging for it, I'm going to have to start sending you money in order to ease my conscience.

James Collory, Slough

Sorry, but GO! has to remain free. Why? Because it's priceless! If you're going to insist on sending us free cash, though, we won't complain. Notes only, please.

IT'S A TAXI DRIVER IN LIVERPOOL

Dear **GO!**

I have just got a Game Boy for my birthday, but when I took it into school the next day, my best mate (who's got a Game Gear) laughed in my face and gave me a dead leg. He says that the Game Boy is cack because it's only black-and-white, and that Game Gear games are much better. I don't know much about hand-helds, but I will be gutted if it turns out I got the wrong one. Is my friend right?

Martin Rushey, Cornwall

The Game Boy is NOT cack - everyone at GO! owns one, and a couple of us even bought ours, rather than being given them for free by a software company, so that shows how much we like them. True, the GB is only monochrome, but it has several advantages over the Gear. For a start the batteries last longer. It's also portable and there are more games. If we had to say which one is best we'd get stuck because we love 'em both. Give your friend a chinese burn from us.

I CAN'T HELP YOUR PILES, BUT YOU'RE GOING ON A LONG JOURNEY

Dear **GO!**

I have some questions for you.

1. When is the black-and-white Game Gear coming out?
2. Is Nintendo ever going to release a Game Girl?
3. What exclusives have you got for next month?
4. Is Mickey Mouse on the GG better than a big plate of chips and gravy?
5. What is your address?

Colin Dixon, Trafford, Manchester

Thanks for your questions. Now we have some for you.

1. Why don't you get a life?
2. When was the last time you went outside?
3. Which do you think is better - asking stupid questions about Game Girls, or getting off with a game girl?
4. Do you know what pain is?
5. Would you like to find out?

YOU SHOULDN'T HAVE TOLD HIM THAT, I GET SEVEN QUID A WEEK FOR WASHING IT

Dear **GO!**

Your magazine is great blah blah blah. Anyway, please answer these questions:

1. Is Virtua Racing ever coming out for the hand-helds?
2. Is there any news on a Game Boy 2?
3. How long do Game Gear batteries last on average?
4. When is SFII coming out on GB?
5. Is it true I can't play my hand-held on an aeroplane? Cheers!

Gavin Marquand, Croydon

1. Game Gear, there's a slim possibility.
2. If there was, don't you think we would have told you?
3. They'll last forever, as long as you don't turn it on.
4. Never ever ever.
5. Some airlines get a bit shirty about it because it fools with their air traffic control computers, so check with them before you GO! on holiday.

MAILBAG

I CAN'T DO IT ANYMORE, MY WRISTS HAVE GONE

Dear **GO!**

I think I've just worked out this month's cryptic headlines. Are they the titles of old Smiths songs, the ones they did before they got famous?

Clement Squid, London

No.

DON'T HIT ME ON THE HEAD AS HARD AS YOU DID THAT CROCODILE

Dear **GO!**

I think your mag is great, but you should get rid of the Gobots, they're crap. That's all I have to say. And by the way, why does Gary Whitta's Gobots wear one yellow glove?

Mark Caprini, Ashton-Under-Lyme

We asked the Gobots about you, and they said you were crap, so there. As to the Gary Whitta/glove/Gobot mystery, this is easily explained. Gaz found a yellow Marigold glove down the back of his desk one day, and decided to wear it around the office all day because he thought it was funny. It wasn't, but by a startling coincidence it was the same day that Jon was drawing the new Gobots, so the yellow glove had to be included. So now you know.

I'M SURE I SAW HIS LIPS MOVE

Dear **GO!**

I think your magazine is the best. I'm thinking about getting a Game Boy. Please please answer these questions.

1. Is Race Drivin' any good on the Game Boy?
2. Is it worth checking out a Game Gear I saw in the market for £60?
3. What's your favourite Game Boy game?
4. When will the colour Game Boy be released?

James Grange, Clacton-on-Sea

1. Who cares?
2. Sounds a bit dodgy to us.
3. Tetris.
4. You sad man.

NEITHER DID I UNTIL YOU SHONE YOUR TORCH IN

Dear **GO!**

Being an owner of the colour hand-held, whose price in a high street chain store is on a downward collision course with the price of its games cartridges, I was "mildly pleased" with the Lynx games reviews in the July ish – in fact I rather speedily ran off to the shops only to be told that they're not in stock yet!

Let's hope that this is a turning point and that future releases will make use of the fact that the Lynx has a separate graphics chip with its fancy features, such as the zoom as seen on Shadow of the Beast and now Lemmings – hmm, seems to be a connection here. I think it would be a good idea if you re-iterated the similarity between the Amiga and the Lynx to all the games writers out there, and hopefully a few more of the great Amiga games might leap across the divide and become great Lynx games. Then, maybe, the sales of Lynx machines will suddenly start to rise, which would be an obvious disappointment to all those stores that have got rid of their stocks and almost have a smirk on their faces when you ask them for the shop's Lynx section.

Now a letter wouldn't be complete without a question, so here's mine – are any of the software companies considering, at sometime in the vague future, releasing any of the God-like games (Populous, Sim City etc) on the Lynx, or is it dependent on releasing them on all other formats first? Since you like to know what we, the readers, think of GO!, I have an idea of how to improve it. An "in the pipeline" page which lists games that have just been released, or expect to be sometime in the next few months would be an invaluable service and answer some of the questions that appear monthly on the letters page.

I look forward to the next ish appearing on the shelves, although you might consider swapping places with CVG and letting them go in the centre for once!

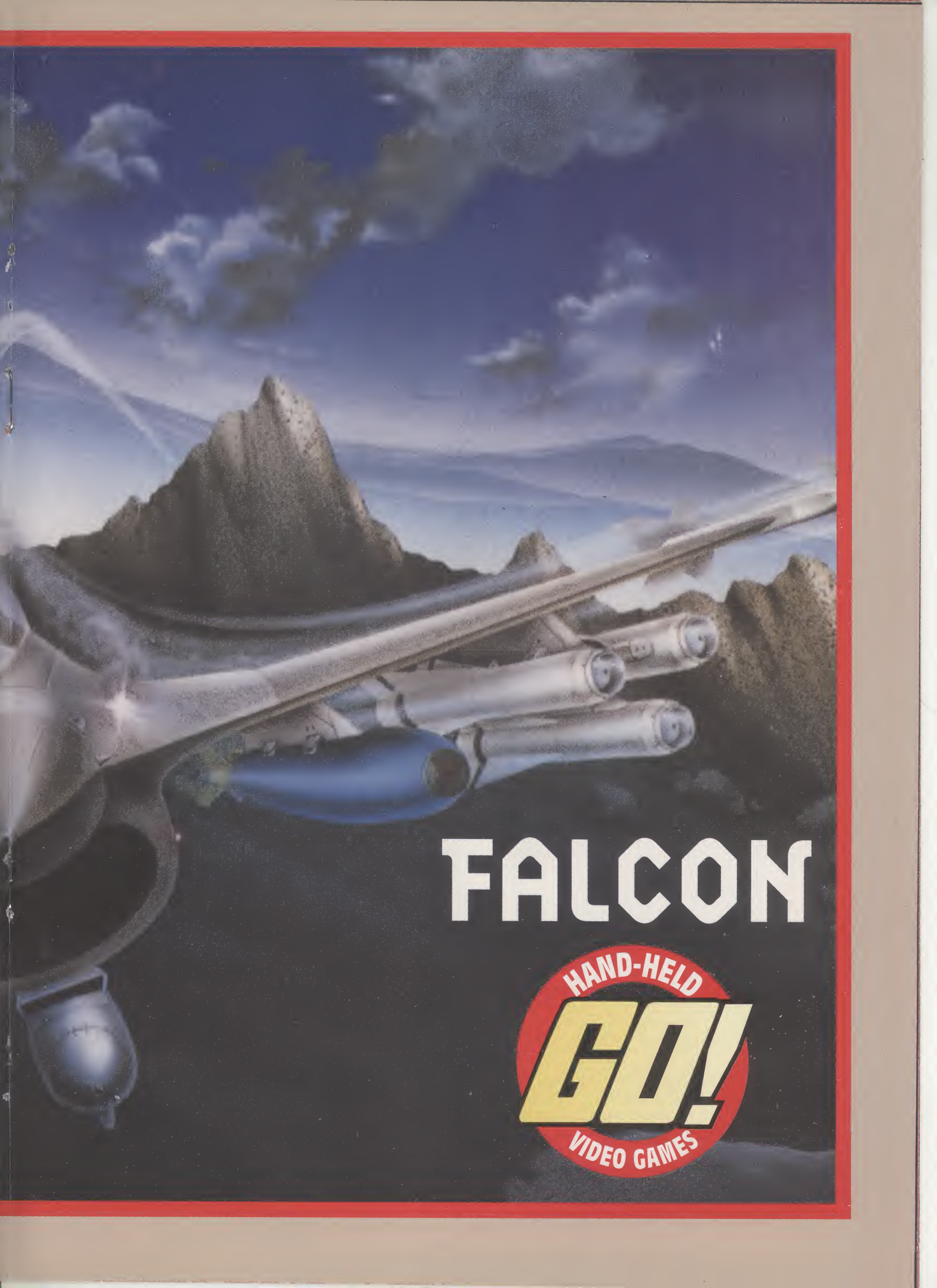
Nick Nix, Colchester

You're rather an embittered chap, aren't you? You're right, though – the Lynx is technically the best of all the hand-helds, yet it seems to get the rawest deal on the software front. Atari isn't likely to abandon its little wonder, though, so you should be able to look forward to a steady trickle, if not quite an avalanche, of top titles in the future. No news of any God games, though. As to your idea, it's difficult to make a release list accurate, since so many companies don't decide when to launch their games until the last minutes, and are constantly mucking their schedules about. Sorry.



GO!
HAND-HELD
VIDEO GAMES





FALCON



FIRE FIGHTER



EXCLUSIVE PREVIEW

Even though it's been on general release for a month, the monster hit *Jurassic Park* continues to drag in crowds of punters eager to have the wits scared out of them by some of the most ferocious dinosaurs seen since the day they ruled the Earth. Now they rule the box office – and soon the Game Gear, if Sega has anything to do with it. We've managed to get our claws on a VERY early set of GG EPROMs of the game to bring you an **EXCLUSIVE** look at what you can expect to see when you visit The Park!

BANG BANG, THE MIGHTY FALL

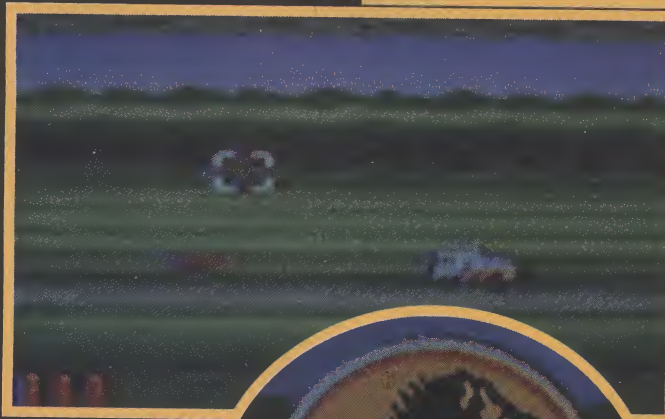
Jump into your Ford Explorer and race across the plains of Jurassic Park, avoiding the evil advances of the deadly Velociraptors. They seem to have been breeding since the film as there's an absolute stack of them, all leaping furiously at your truck. Fortunately you can defend yourself with the gun you've luckily remembered to bring along with you. You don't actually have to drive the Voyager yourself; this section is akin to Operation Wolf, with you controlling a crosshair cursor which you aim at the Raptors and blast away! Each time you kill a dino it drops a first aid kit, which you can pick up and use to patch up the truck. Survive to the end of the stage and you're assaulted by the undisputed heavyweight champion of Jurassic Park – the Tyrannosaurus Rex, which lunges at you, trying to knock the Voyager off the road. Each time he comes into contact with your vehicle you lose a unit of energy – and as you only have three, you'd better be nifty with that gun!

JURASSIC ON GEAR!



IT'S ALMOST HERE!

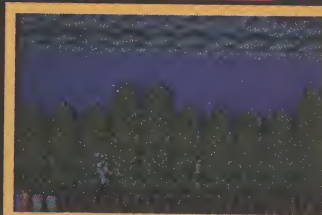
Look out! Raptor's about! And it's coming after YOU!



The biggest movie ever – will the Game Gear game be as successful? Sega certainly hope so!



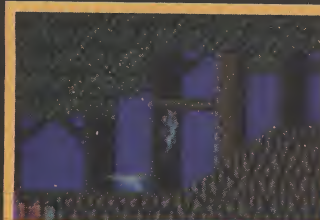
That storm isn't as big as the one which almost destroyed the entire JP film set!



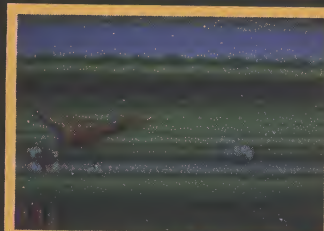
Avoid that skulking Dilophosaurus!

DON'T GO INTO THE PARK!

The majority of the game takes place in the platform-filled Park itself. As paleontologist Alan Grant, cut a swathe through the various levels with your trusty net gun in tow, and avoid the many different dinosaurs roaming freely and intent on causing you as much grief as you can. Swing through trees, avoid bolts of lightning and mini-tornados, and stay on your toes all the time – you never know when a dino's going to jump out of the trees and have you for lunch!



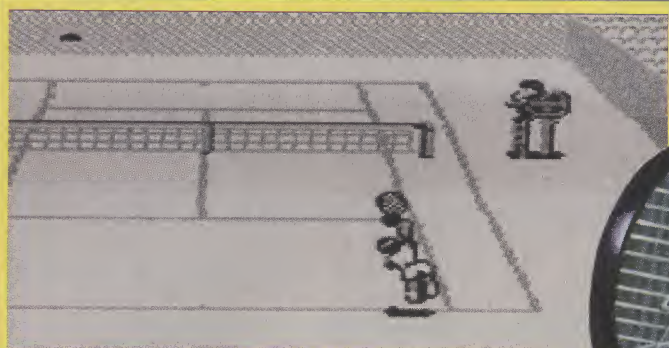
There's dino's in them thar woods!



The daddy of them all – Mr T Rex!

HOW'S IT HANGIN'?

Jurassic Park on Game Gear is still a little way off yet, and the game's programmers are working night and day to ensure that they meet their October deadline. Although there are only a couple of playable levels available on the ROMs we managed to blag, as well as a few stages devoid of any life whatsoever, we reckon that *Jurassic Park* could be one of the biggest things to happen to hand-held video gaming for, ooh, a long time indeed. Can you wait? No? Join the club!



Wahay! It's a floating tennis player!



TOP RANKING TENNIS

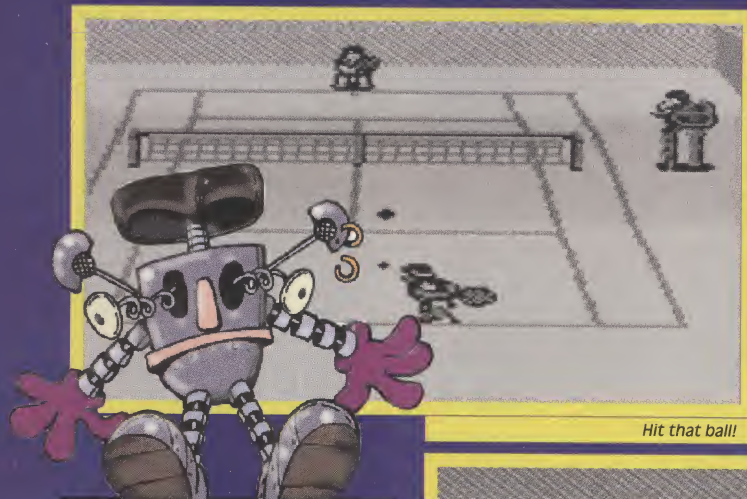
I'm sure you're all well fed up with tennis by now. After two weeks of watching it on telly, seeing people playing it in every available park and watching tennis stars making complete asses of themselves in coffee adverts, most people are well sick of the sight of a tennis ball, but not Nintendo.

Top Ranking Tennis is only the third tennis game on the Boy. The first was called, quite simply, Tennis – good to see Nintendo pushing back the boundaries of originality there – and it starred Mario as the umpire. The second was the quite tawdry Jimmy Connors' Tennis, and the less said about that the better. Many are of the opinion that "Tennis" is unbeatable in its brilliance, but can Nintendo outdo themselves with Top Ranking Tennis? See what you think...



**GAME BOY
BY NINTENDO**

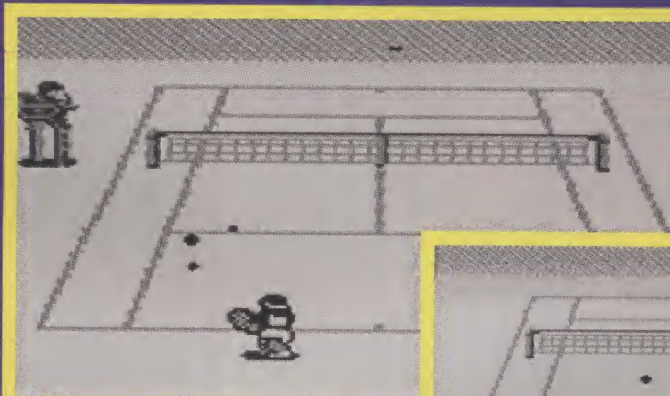
£24.99



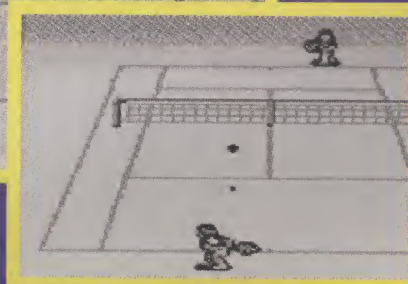
Hit that ball!

Although I'm not a massive tennis fan, I do enjoy a good sim and Game Boy Tennis was the best I've ever seen on hand-held – until this came along! Using the Select and Start buttons as different strokes gives you a much larger selection of shots to play, so you really get a feeling of realism. The only slight niggle that I have with Top Ranking Tennis is that it's a little too easy.

PAUL ANGLIN



Where's me opponent?



12 RUNG LADDER

You start off at the bottom of a 100-player ladder and must work your way to the top. Luckily you don't have to play against all 100 – just 12! The way it works is that only a selected 12 players are good enough for you to play against, so you just take on those. When you achieve a ranking higher than where you started, your position will automatically be saved onto the cartridge, but if you lose you will be put right to the bottom of the pile.

FOREARM FOREPLAY

If you've got Game Boy-owning pals, then you can always hook up in a four-player game of Top Ranking Tennis, provided you've got all the necessary equipment. You

can select a game of doubles and each player on-screen will be player controlled. The beauty of doubles is that it's just so fast! The ball will bounce around everywhere, making it seem more

like a pinball table than a game of tennis. The same rules as with normal doubles apply; you can use the full size of the court, for example. If you like your action fast, get this now.

MEET THE BOYS

The 12 selected players that you have to play are a tough bunch; here's the full list:

The Quarter Brothers (Jim, Dave, Pete, Ken): After a rather sad attempt at forming a band in Nashville, the Quarters are now attempting to make a name for themselves in the world of tennis. However, they fail miserably – use their complete crapness to get a good head start in the tournament.

John Stick: Stick is a methodical player who just plays his game and lets you make a mistake, then punishes you to the full for it. His play may be a bit boring, but don't let your guard down, or he'll finish you off.

Ace Riley: Ace is a real favourite with the crowd who likes to whack the ball as hard as he can. Ace's weakness, though, is his inability to withstand long rallies. He's a bit of a temperamental player and on a good day he can beat the best of them, but on a bad day he, erm, can't.

Dewey Pond: Pond is a former champion who likes to play close into the net. He may be something of an old get, but don't underestimate his silken skills; he's a bit smart.

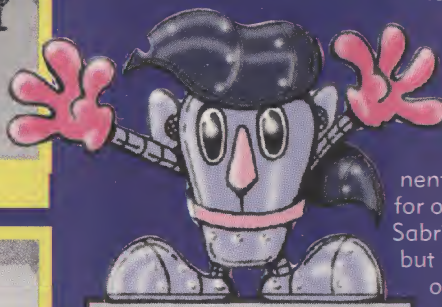
Skippy Stork: Skippy is a rather tall, gangly lad who likes to play off his opponents' errors and uses his height for overhead smashes.

Sabrina Silk: She may be a girlie, but if you have to play against her on a grass court you've got no chance. The best way to beat her is to use your lob shot and keep her running back.

Bobby Island: Young Robert is the most promising player on the circuit. His game gets better and better with every match he plays. He has a blazing serve and is also incredibly fast.

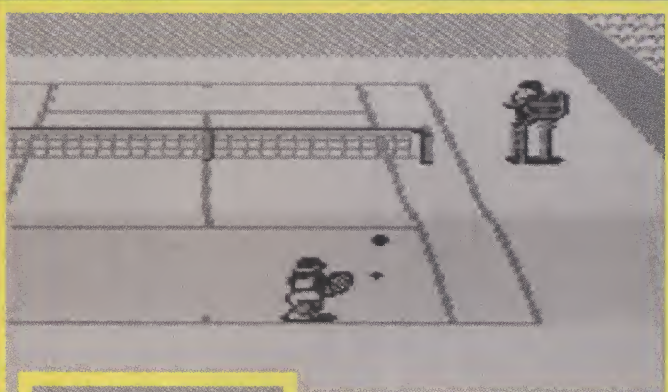
King Mohawk: He may be a former body builder but believe me, this guy is good. He uses his strength to crack the ball to the very edge of the court and then plays a little drop shot to catch you in No Man's Land.

Master Joe: Joe is a former tennis instructor who still has a few tricks up his sleeve. Joe's strength is his combination of speed and power. Whoever wins this match is indeed the Top Ranking Tennis player.

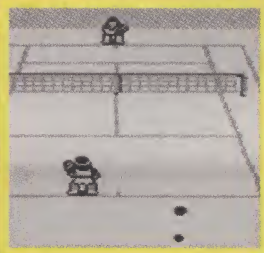


“Okay, so everybody knew there were going to be literally tons of tennis games released after Wimbledon, but this one is probably the finest you'll see on the Game Boy before the next Wimbledon tournament. The graphics are clear and simple to make out, and the game is instantly playable – the presence of four different shots gives you loads of scope to improve your game. Great stuff.”

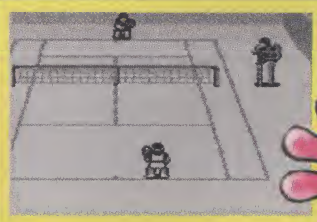
STEVE KEEN



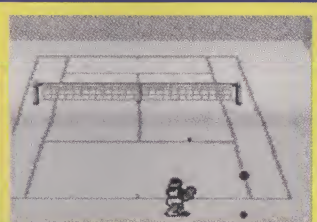
Will he reach it?



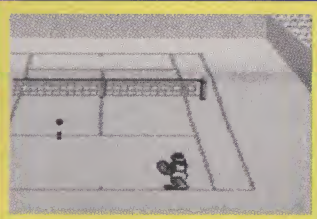
That's game to your opponent.



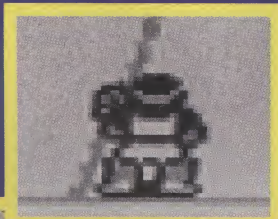
Get ready for action.



There was chalkdust! Honest.



Superman couldn't get to that!



DIFFERENT STROKES IT TAKES...

Top Ranking Tennis includes four different types of stroke for you to play. As you all know, the Game Boy only has two fire buttons, but Nintendo has configured the buttons so that you can use the Select and Start buttons too. The different shots are as follows:

When serving

A button: Top spin serve.

B button: Flat serve.

Start button: Slice serve.

Select button: Underhand serve.

Ground strokes

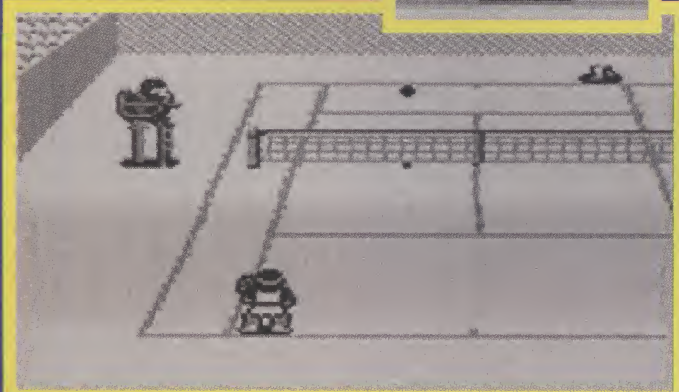
A button: Top spin shot.

B button: Flat shot.

Start button: Slice.

Select button: Top spin lob.

Mastering when to use all the different shots is essential to your eventual success, so remember the age-old adage; practice makes perfect.



Practice makes perfect!

8 LOOK	7 SOUND	89 OVERALL
9 FEEL	7 VALUE	



All ready to take off...

FALCON

WELL 'ARMFUL

Your armament is one of the most important things you'll have to master in Falcon. If you don't learn quickly which weapons to carry and when, you'll be pretty badly placed to take out any of the enemies. Here's a full rundown on all of the weapons your lil' old plane can carry:

AIM-9J Sidewinder: These heat-seeking missiles are ideal for air-to-air combat. They have a useful range of over five miles and are best used when behind an enemy aircraft.

AIM-120 Amraam: These radar-guided missiles are for the slightly weaker pilot. You can fire one of these from up to 15 miles away and they can be launched from frontal and rear positions.

AGM-65B Maverick: These TV guided missiles are for air-to-ground use. They have an effective range of nine miles but you have to be in sight of the target.

AGM-45A Shrike: These are the real air-to-ground missiles; they have a range of 12 miles and are best for attacking the SAM sites.

MK-82 LDGP: These Low Drag General Purpose bombs are for air-to-ground use. They aren't really much cop as you have to get very close to the target before you can waste it.

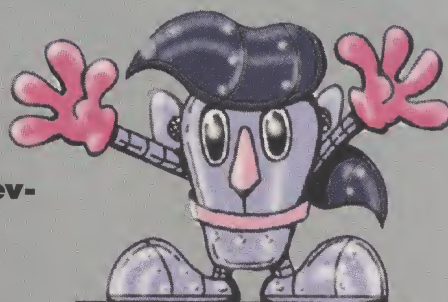
ALQ-131 ECM Pod: These electronic counter-measure devices will defeat enemy missiles that are fired at your craft. These operate automatically during the flight.

300-Gallon fuel tank: These just give your F-16 that extra flying distance.

Ho hum, here we go again. Satellite pictures have revealed that a terrorist group is attempting to manufacture atomic bombs. And seeing as atomic bombs aren't really the best thing in the world, you (being the top F-16 fly boy that you are) have been selected to lead the offensive and wipe out the enemy's headquarters. This will not be easy however, as the leader of the enemy forces has surrounded himself with some extremely hard armament - but you've got an F-16 Falcon and he hasn't! With the use of said fighter plane, you must take on the enemy forces and dispose of their atomic capabilities before they wreak havoc on the known world. The Earth is counting on you; can you wipe out the bombs before they're launched or will the entire world become just another bomb site?

**PC ENGINE GT
BY SPECTRUM HOLOBYTE £34.99**

Thanks to Dream Machines (0429 869459) for the review card.

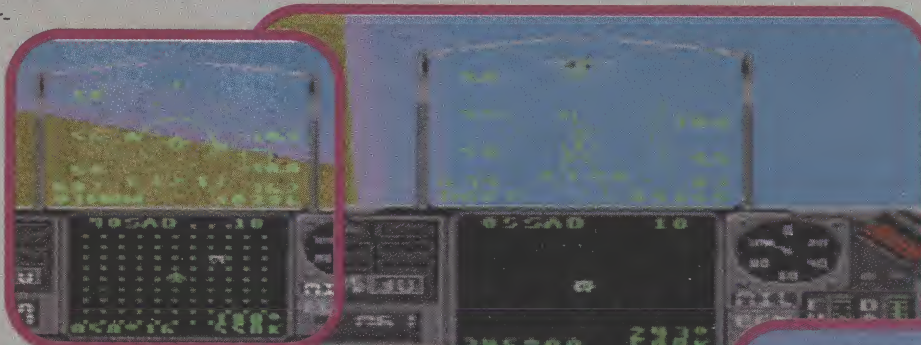


Being an Amiga and PC fan, I'm no stranger to the odd flight sim, but this is the first porper one I've seen on handheld. And what a first! The gameplay takes a bit of getting used to but, once you're there, you'll be forever blasting the enemy planes to kingdom come. Great stuff!

STEVE KEEN

DOUBLE TROUBLE

If you have a GT-owning pal then you can always challenge him to a bit of serious aerial combat. The two-player mode in Falcon allows two people to go to head-to-head in a dog-fight. All the controls are exactly the same in dog-fights as they are in standard games. Obviously you don't have to reach the bomb factory or anything; your objective is simply to blast your partner out of the sky, and why not?



Heads up! The sky's pretty clear at present.



Blimey! He snuck up, didn't he? No matter - he's toast, now.

GET IN TRAINING

Before you get into the main part of the game, you'd be well advised to have a quick few blasts on the training missions. These are made up of six different skills: bombing missions, interceptions, dog-fighting, anti-flak and anti-SAM missions. All of the training missions have very short time spans, so they're perfect for just learning the ropes of some of the tougher missions. Here's a list of exactly what the different missions will teach you:

Bombing: The bombing missions will teach you how to fly low to the ground and bomb enemy emplacements without being detected by enemy radar. Mastering the bombing missions is essential to your success in the game.

Intercept: This one teaches you how to locate and destroy enemy bombers. You must be very quick on your interceptions when you get into the main game, because if an enemy bomber makes it to your base and wastes the airfield, you've got serious problems.

Dog-fighting: Ah, the ancient art of ACM (Air Combat Manoeuvring) is what you'll learn here, my boy. This is a bit important, simply because it wouldn't be good if you get blown out of the sky before you make it to the bomb factory.

Anti-flak: This one is dead handy; here you'll learn when to fire off your chaff and flares so you can send heat seeking missiles the wrong way.

Anti-SAM: This mission is basically just the same as a bombing mission, except it teaches you how to operate underneath the watch of the SAM sites.



Uh-oh; incoming enemies. Be alert!

TAKE CONTROL

The most worrying thing about converting Falcon onto the GT was the sheer amount of controls that were required to fly the original, and the presence of only two buttons on the little Engine. Well luckily, Spectrum Holobyte have managed to make full use of the GT and get all the important buttons in there. Here's a full list on how all the controls work:

Up: Nose down.

Down: Nose up.

Left: Roll left.

Right: Roll right.

1 & Down: Reduce your throttle setting.

1 & Up: Increase your throttle setting.

1 & Left: Nose slightly left without bank.

1 & Right: Nose slightly right without bank.

Select: Chooses player weapon.

2: Fire weapon.

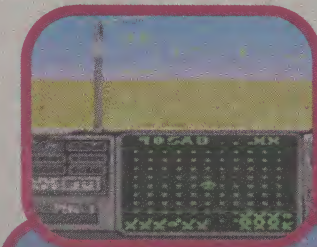
1 & Select: Shift radar lock to next target.

1 & Run: Release a charge of flare/ chaff to avoid incoming enemy missiles.

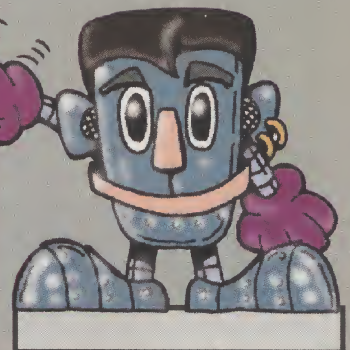
1, 2 & Run: Eject.



Blimey! That's one steep banking turn!



Splash one bogey!



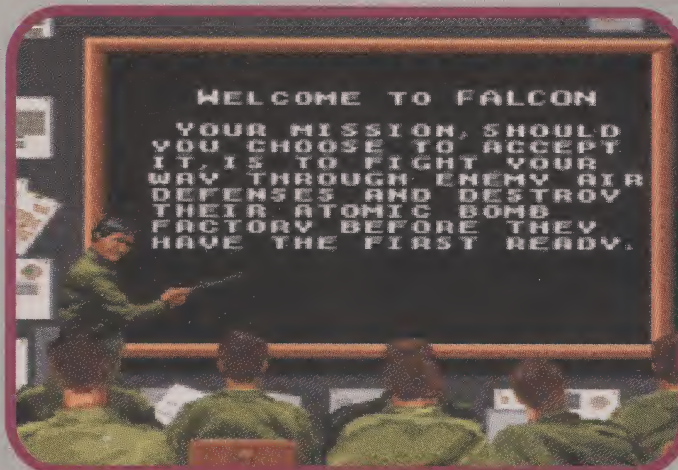
Blimey! There's no holding back the GT of late.

Falcon must be one of the most ambitious releases on any hand-held for a very long time. As much as I'm not a fan of flight sims, this one's really easy to get into. One quick flick through the instructions and you're away. The realism here is turned up to max; if flight sims are your thing, then you could do a lot worse than this.

PAUL ANGLIN



That would have smarted.



Your friendly neighbourhood squadron leader!

8 LOOK	7 SOUND
8 FEEL	9 VALUE

88 OVERALL

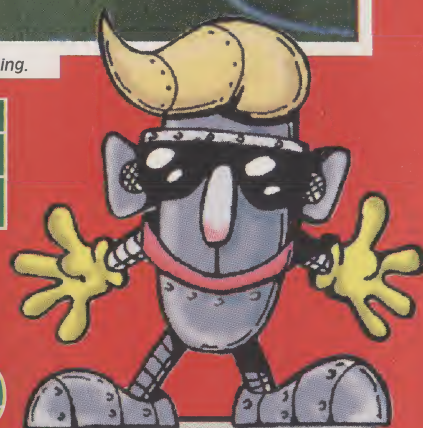


Whatever the formation, Argentina should make short work of the Japanese.



The blue blob shows where the ball's going.

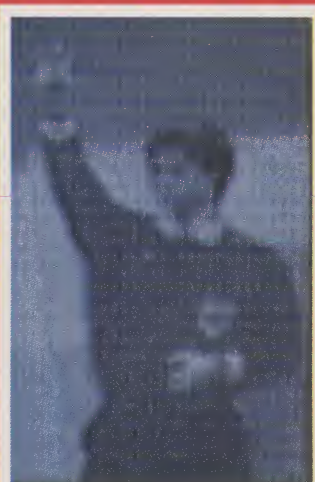
TENGEN WORLD CUP SOCCER



By the time you read this, the 1993/94 British football season will already be upon us, which is great and fab and everything. Unless you're a Nottingham Forest fan, because all your best players have nicked off back to the Premier League. Now, however, is not the most excellent time ever to talk about international football. The England team is crap, let's face it, and just because we drew against Brazil in the oh-so important US Cup '93, the pundits reckon we've still got a chance of getting through to the World Cup next year. Some hope. Never mind, though; you can stem your hunger for top-quality soccer with this, the first sideways-scrolling footy game on the Gear!

Tengen World Cup Soccer has sort of snuck up on us, but we're not complaining as it's actually rather good. It's not the most accurate football game in the world – the pitch is tiny, more like a five-a-side field – but if it's action you crave, you won't be disappointed.

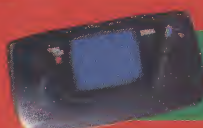
PAUL RAND



The ref, as usual, isn't the most far-sighted person in the world.

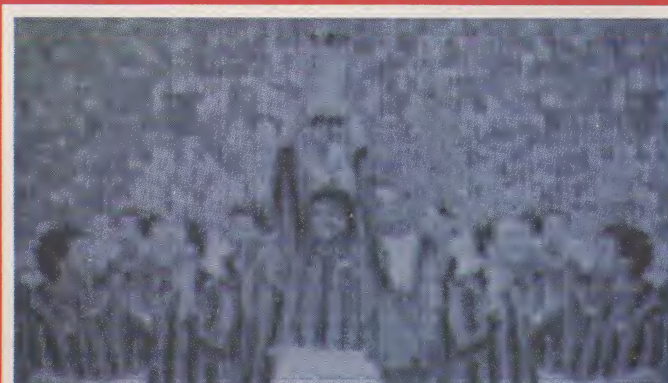
ARCADE ACTION

As with the majority of coin-op football games, World Cup Soccer on the Game Gear doesn't burden you with a mountain of moves. Both the GG's fire buttons are used – button 1 lobs the ball and button 2 passes along the pitch. When you're not in possession of the ball, then you can use button 1 to tackle the player in possession. And, erm, that's about it, really – but that's what you get with arcade football games. At least it's fast; there are two modes, Normal and Fast, and the latter really whips along at a breathtaking rate.



**GAME GEAR
BY DOMARK**

£29.99



We've won! Now for a feast. And perhaps a broken knee in a Newcastle nightclub.

COME ON, TEAM!

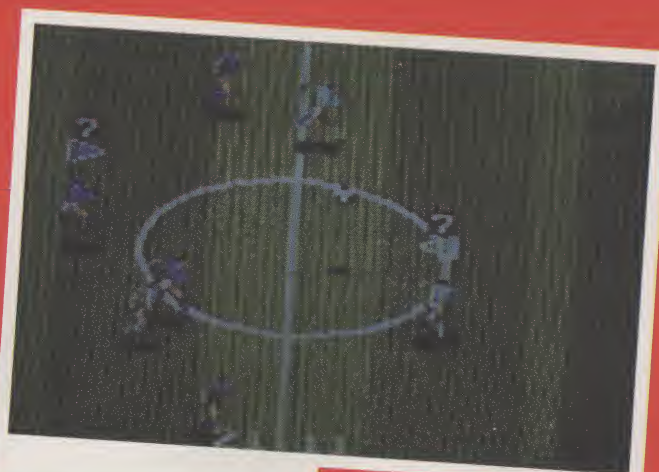
Domark have seen fit to include a wide array of different international sides in Tecmo World Cup Soccer, from a variety of nations both rich and poor in footballing talent. The big boys are all in there of course, such as Germany, Holland, Brazil and Argentina, as well as one-offs such as Denmark (THE jammiest European champions in the history of the competition, it has to be said). If you want to give yourself a bit of a hard time, then you could always select one of the rinky-tink teams – there are such notable sides as Japan, Korea, Algeria and Scotland to choose from. And if you're into masochism, the programmers have seen fit to include the England boys, too.

BEAT THE SYSTEM

Unless you happen to be the current manager of the England football 'squad', then team formations are going to be pretty important in a soccer match. Tengen World Cup Soccer doesn't disappoint; there's a whole string of systems in there for you to choose from. If you're a bit of an Arsenal fan, then you could go for a 5-3-2 option which is primarily a defensive system but allows you the opportunity to break down the wings. 4-3-3 is a balanced set-up which doesn't leave you wanting in defense but still gives you a bit of 'oomph' in the midfield department, allowing for some smart passing play. Of course, if you just want to hoof the ball up the field and bypass the midsection of the pitch, select 4-2-4 and good luck to you.



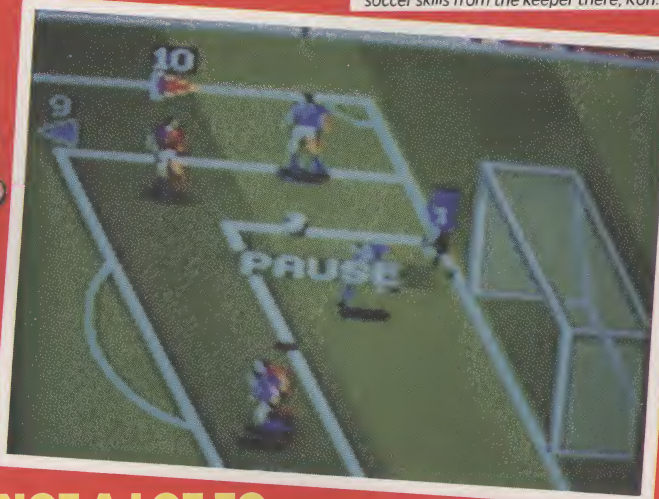
Thrill-a-minute goalmouth action, Brian.



Kickoff!



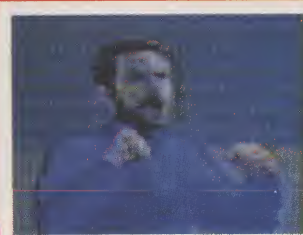
Top soccer skills from the keeper there, Ron.



The goalie had better be on his toes when this one comes crashing into the six-yard box!



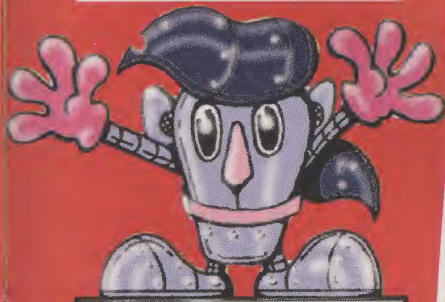
That, as you might have guessed, is the number ten.



Hadn't someone better tell him about his dodgy face fuzz?

WOT? NO FOOTY!

It's fair to say that the Game Gear isn't exactly drowning in a sea of football games. Apart from Tengen World Cup there's only Super Kick Off—but what an only! Originally from Anco and converted to Gear by US Gold, Super Kick Off is a difficult game to get to grips with, primarily because the ball is free-rolling as opposed to being stuck to the end of the player's foot as is the normal method of dribbling in computer soccer. But, once you get to grips with the system, it really is a joy to play. That's if you like your footy games horizontally scrolling, that is. Tengen World Cup Soccer is viewed sideways-on, just like the Lynx version of the excellent Amiga game, Manchester United Europe. Game Boy footer fans are even worse off than their GG counterparts; they've got a version of Kick Off which is good, but not as hot as the Gear version, and a really crappy soccer game that's so bad we can't even remember what it's called! Oh dear.



Graphically, Tengen World Cup Soccer is impressive – at least, as impressive as a football game can be. Rand's right; the pitch is too small, especially as the players are massive in comparison. But if you're a footy freak who couldn't get to grips with Super Kick Off, you should be happy with this.

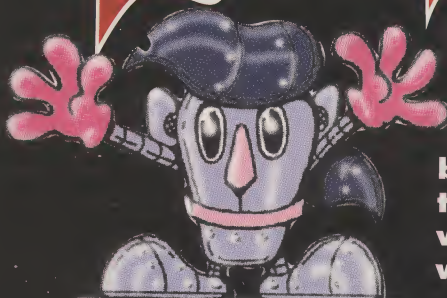
STEVE KEEN

NOT A LOT TO CHOOSE FROM

How many options can you possibly have in a footy game? Not many, if Tengen World Cup Soccer is anything to go by. Again, the coin-op action gives way to any attempt at reproducing the real thing in favour of fast-action gameplay. You get your bog-standard Normal and Hard options, as well as the opportunity to play either a slow or fast game. And if that's not enough for you, you can also select whether to play a 45, 30 or 15 minute match. And that, as they say, is your whack, Jack.

8 LOOK	5 SOUND	79 OVERALL
7 FEEL	7 VALUE	

DR FRANKEN 2



6 The puzzles in *Dr Franken 2* aren't that difficult to accomplish, but there's loads of them, as well as stacks of rooms to negotiate. If anything, the graphics in *Dr Franken 2* are better than the original, with high-quality sprites and very detailed backdrops. Not massively challenging, but you'll be playing this for ages!

STEVE KEEN

FRANKIE HOWERD

Poor old Frankie isn't the mean, green, flat-headed lump of indestructibility we're used to seeing in the movies. Instead he's rather soft, preferring a life of solitude to running around the countryside, worrying maidens. In the game he's so soft that even the fluffy bunnies in the wood cause him grief by nibbling his ankles. As he only has a limited amount of energy he has to be careful not to succumb to them, otherwise all is lost. Fortunately, there's a recharge unit in the castle – all Frankie needs to do is find the right parts to repair it.

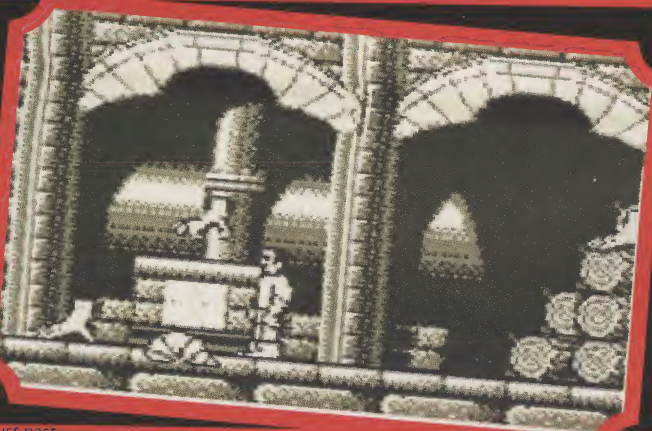
After a hundred years locked away in a secluded castle, Frankenstein's monster is in trouble. This time the threat doesn't come from a lynch mob of torch-wielding peasants, but from the electricity board, who want to ask Frankie about a rather long bill with his name on the top. All's not lost, though; somewhere in the castle is hidden a vast treasure, if only he could find it. Armed with nothing more than an oversized spud gun, our hero has to brave such terrors as eyeballs on springs, flying pigs, pitbulls and, gasp, fluffy bunny rabbits!



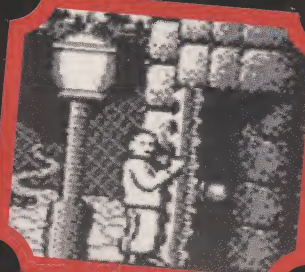
GAME BOY BY ELITE £24.99



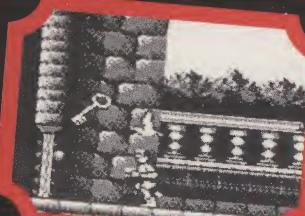
Your first task is to track down the key which will let you escape from the castle.



Just past here is the back door, and a series of switches which allow you to switch off the background music!



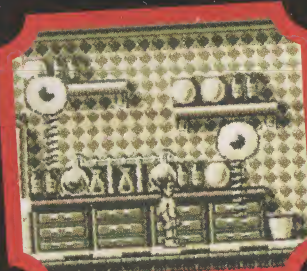
The electricity dude is hammering on the front door, so Frankie has to find an alternative escape route.



High on the battlements is the key which lets you get out through the back door. Grab it!

HELPING HANDS

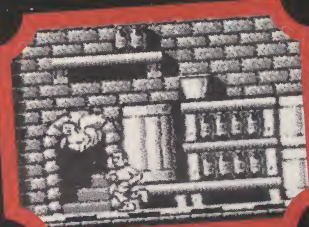
Surprisingly, not everyone is scared witless at the sight of a seven-foot tall green man made out of mouldy old body parts. The only reason they hang around is because they know Frankie wants something from them, so they can get something in return. Most of these problems are a simple case of finding an object then returning it to its owner, who exchanges it for an infinitely more useful item which let's Frankie access more of the castle.



Back in the lab things start to hot up, so it pays to track down the shields, which make Frankie temporarily invincible.

OUT IN THE COUNTRY

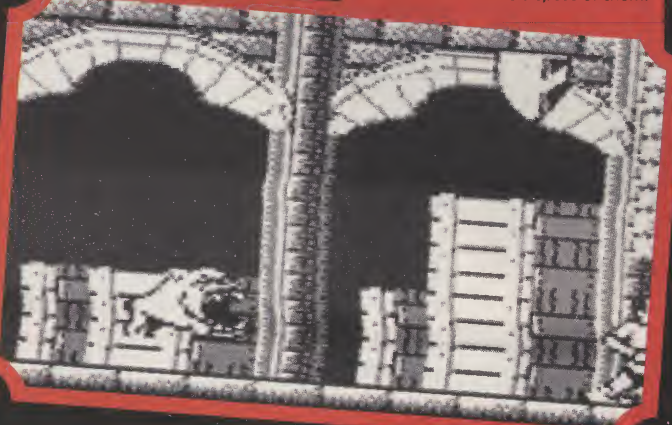
When Frankie's finally tracked down the missing key he can leave the confines of the castle and take a wander through the country. The hazards here are far worse than anything he has previously faced, and there's also a hell of a lot more to explore. Some areas, such as the lake, can't be accessed straight away, as you have to find particular items. The locations don't have to be explored in any particular order, but just for reference it pays to start in the forest as that's where you find plenty of clues concerning the tasks ahead.



This is the part of the house where the locked doors start appearing. These can only be passed when you complete tasks later in the game.

IN YOUR PASSAGE

One tricky thing to get used to is the castle's 3D map. This means that, as well as being able to exit a screen left and right, you can also go through the front and back. Obviously this gives you a lot more castle to explore, which adds greatly to the game's challenge. The only problem with this is that not all the exits are obvious, with some looking like nothing more than fireplaces. This leads to lots of experimentation, with you trying to make Frankie walk through walls in search of doorways.



These pitbulls look tough, but one shot from Frankie's gun is all it takes to dispose of them.

Leap, bound and be careful you don't smack into those moogy-looking things!



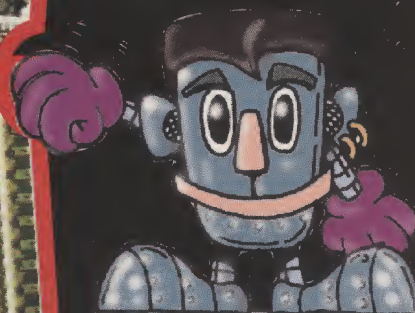
Springy eyeballs are all you'll find here, so be on your guard and keep your gun ready.



The castle is built on three levels which are linked by massive staircases.

CASTLE QUEST

Frankie has to track down the key to the back door and do a runner that way, because the Leccy man is waiting at the front entrance. His efforts are hampered because most of the castle is locked up, and the bits that aren't are populated with bizarre mutant creatures. As he progresses through the game, more and more of the building opens up until he finally finds the lost fortune of Dr. Frankenstein.



While Dr Frankenstein doesn't offer any startling new features or ground-breaking gameplay, it's so big it'll keep you hooked for ages. The puzzles are very straightforward, offering almost no challenge; it's the exploration that's difficult. Once you leave the castle and start meeting other characters the game really picks up. If there's one thing I can guarantee with this game, it's that you'll still be working your way through it for a long time to come.

PAUL ANGLIN

7

LOOK

7

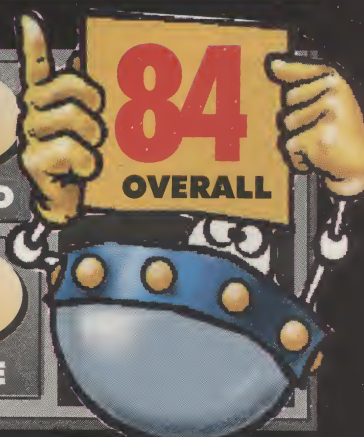
SOUND

7

FEEL

8

VALUE



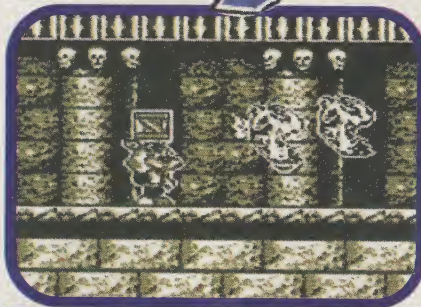
PREVIEW

Small and hunted they may be, but foxes have feelings too. That's according to the programmers of this game at any rate. You see, Titus, the intelligent fox, has found himself a wonderful girlfriend, and just as he was getting friendly along came a group of no-good curs, who beat Titus up and kidnapped his vixen. By employing his natural animal cunning and not-so natural ability to walk upright and evade huntsmen, Titus is out to rescue his damsel and kick some butt at the same time. Fortunately for him, he has evolved above the level of normal foxes and has learned how to utilise packing crates as weapons and a means to reach higher platforms. Resentful of his talents, a veritable legion of pitbulls, lager louts and bottle-hurling bag women are out to put an end to the fox's box pranks.

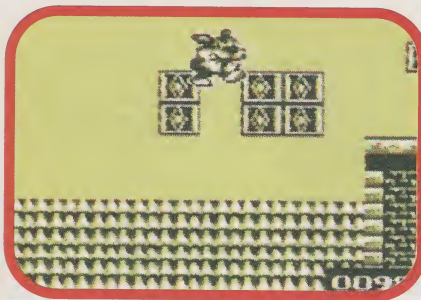
TITUS THE FOX



Titus The Fox is shaping up really well, and you can find out how good it is for yourself when it's released this September.



These ghosts can only be hit when they stop flashing.



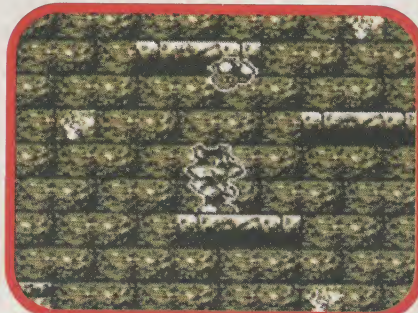
This is one of the game's many bonus stages, where the aim is simply to collect as many blocks as possible without impaling Titus on the spikes at the bottom of the level.



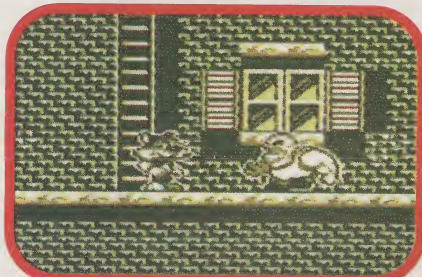
Not all hazards are visible at first. In this case Titus finds out what it's like to have a ten foot stone spike rammed through his skull.



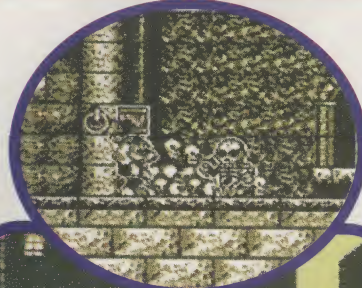
He runs, he jumps, he also crawls! Titus finds out the hard way that most of the bonus rooms are stashed in hard-to-find locations.



The cave levels introduce you to all sorts of new hazards, including disappearing platforms and spiky pits.



This guy may think he's tough, but all it takes is one packing crate to the head to put him on the fast train to Holby casualty.



She may look like a common bag woman, but get too close and she'll see you off with a barrage of Newcastle Brown Ale bottles.

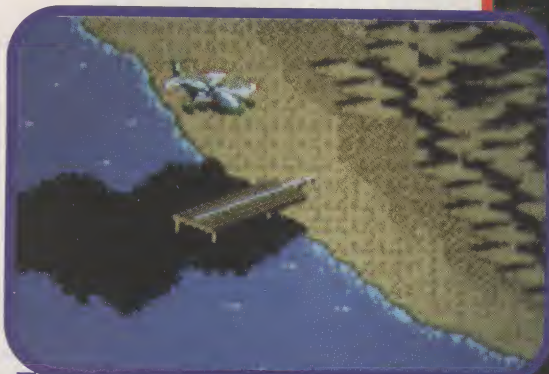
GAME BOY £24.99 BY TITUS

PREVIEW

Just when you thought it was safe to dig out your bucket and spade and head off for the desert, Electronic Art's number one hit Desert Strike, makes a comeback, this time on the Game Gear. The monster military mash has been taken on by software guru's Domark and it's own programming team have been tweaking the product night and day for months to bring you the incredible Megadrive version in it's entirety!

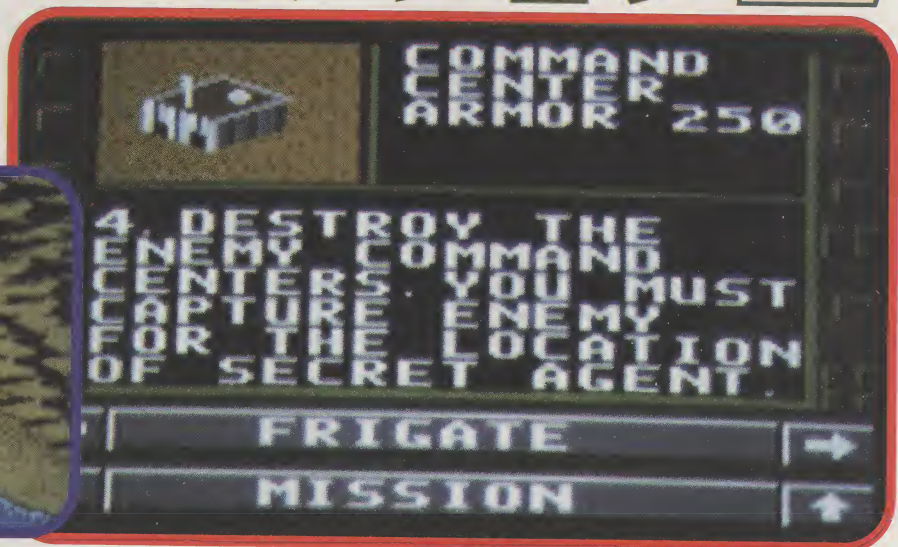
According to EA it's just coincidence that it bears more than a passing resemblance to Gulf War, but whatever the case is, it's still sand, sea and SCUDs all

DESERT STRIKE



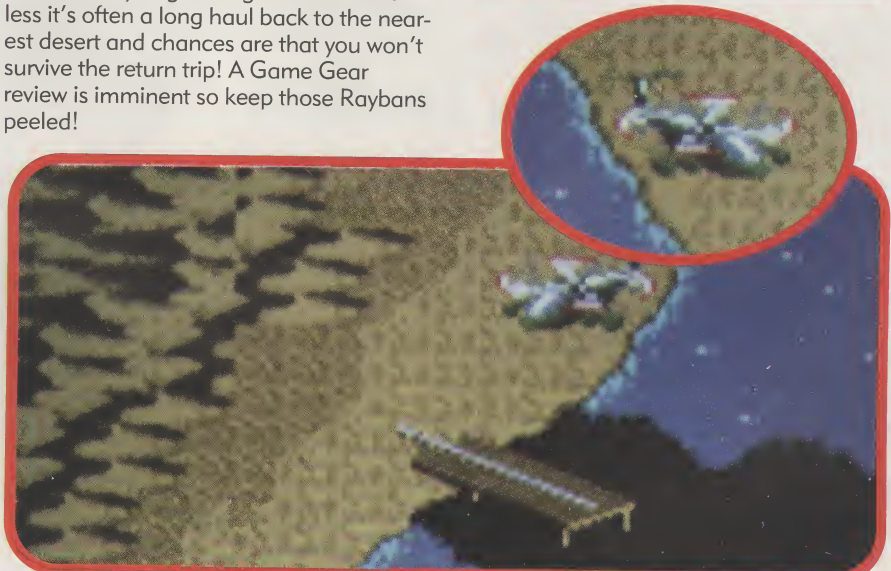
A nasty oil slick threatens the coast in this mission. Aim your guns for the pipe to stem the lethal flow, then go kick Kilbaba's ass!

round. Your mission is to seek out and destroy the insane megalomaniacal leader, General Kilbaba. The General is skulking around in one of the scores of desert camps sporadically spread throughout the vast golden planes of sand in the middle east. As in the Megadrive and SNES versions you pilot the most lethal attack helicopter in the world, armed with machine-guns and a small amount of high velocity rockets. Sneak in behind enemy lines, dust 'em up a bit and make it to the next level. There are 27 missions to complete and your chopper will have to go up against Kilbaba's elite forces before you get to the man himself. He's pretty well equipped too, for a self proclaimed nut-case leader, and you'll have to watch your tail for SCUD missiles, enemy aircraft rifle firing soldiers and hostages that have to be picked up and rescued. Remember to go easy on the firepower though 'cos it doesn't last forever. If you run out of fuel or bullets extras can be



picked up at deposits marked on the map. However, if you get caught out defenceless it's often a long haul back to the nearest desert and chances are that you won't survive the return trip! A Game Gear review is imminent so keep those Raybans peeled!

Most of the missions basically involve shooting everything that moves.



Your AH64 attack helicopter is quite simply the hardest thing ever to take to the skies.

GAME GEAR £TBA BY DOMARK

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